
Access Free Learning From Data Yaser Pdf

Eventually, you will certainly discover a supplementary experience and achievement by spending more cash. still when? complete you put up with that you require to get those every needs later than having significantly cash? Why dont you try to acquire something basic in the beginning? Thats something that will guide you to understand even more re the globe, experience, some places, taking into consideration history, amusement, and a lot more?

It is your enormously own period to take steps reviewing habit. among guides you could enjoy now is **Learning From Data Yaser Pdf** below.

PFFSEN - ALISSON EWING

This integrated collection covers a range of parallelization platforms, concurrent programming frameworks and machine learning settings, with case studies.

Businesses in today's world are adopting technology-enabled operating models that aim to improve growth, revenue, and identify emerging markets. However, most of these businesses are not suited to defend themselves from the cyber risks that come with these data-driven practices. To further prevent these threats, they need to have a complete understanding of modern network security solutions and the ability to manage, address, and respond to security breaches. The Handbook of Research on Intrusion Detection Systems provides emerging research exploring the theoretical and practical aspects of prominent and effective techniques used to detect and contain breaches within the fields of data science and cybersecurity. Featuring coverage on a broad range of topics such as botnet detection, cryptography, and access control models, this book is ideally designed for security analysts, scientists, researchers, programmers, developers, IT professionals, scholars, students, administrators, and faculty members seeking research on current advancements in network security technology.

A comprehensive overview of data mining from an algorithmic perspective, integrating related concepts from machine learning and statistics.

A rigorous presentation of a novel methodology for asset allocation in financial portfolios under conditions of market distress.

Gain a broad foundation of advanced data analytics concepts and discover the recent revolution in databases such as Neo4j, Elasticsearch, and MongoDB. This book discusses how to implement ETL techniques including topical crawling, which is applied in domains such as high-frequency algorithmic trading and goal-oriented dialog systems. You'll also see examples of machine learning concepts such as semi-supervised learning, deep learning, and NLP. Advanced Data Analytics Using Python also covers important traditional data analysis techniques such as time series and principal component analysis. After reading this book you will have experience of every technical aspect of an analytics project. You'll get to know the concepts using Python code, giving you samples to use in your own projects. What You Will Learn Work with data analysis techniques such as classification, clustering, regression, and forecasting Handle structured and unstructured data, ETL techniques, and different kinds of databases such as Neo4j, Elasticsearch, MongoDB, and MySQL Examine the different big data frameworks, including Hadoop and Spark Discover advanced machine learning concepts such as semi-supervised learning, deep learning, and NLP Who This Book Is For Data scientists and software developers interested in the field of data analytics.

Deep learning and image processing are two areas of great interest to academics and industry professionals alike. The areas of application of these two disciplines range widely, encompassing fields such as medicine, robotics, and security and surveillance. The aim of this book, 'Deep Learning for Image Processing Applications', is to offer concepts from these two areas in the same platform, and the book brings together the shared ideas of professionals from academia and research about problems and solutions relating to the multifaceted aspects of the two disciplines. The first chapter provides an introduction to deep learning, and serves as the basis for much of what follows in the subsequent chapters, which cover subjects including: the application of deep neural networks for image classification; hand gesture recognition in robotics; deep learning techniques for image retrieval; disease detection using deep learning techniques; and the comparative analysis of deep data and big data. The book will be of interest to all those whose work involves the use of deep learning and image processing techniques.

With the rapid growth of web search in recent years the problem of modeling its users has started to attract more and more attention of the information retrieval community. This has several motivations. By building a model of user behavior we are essentially developing a better understanding of a user, which ultimately helps us to deliver a better search experience. A model of user behavior

can also be used as a predictive device for non-observed items such as document relevance, which makes it useful for improving search result ranking. Finally, in many situations experimenting with real users is just infeasible and hence user simulations based on accurate models play an essential role in understanding the implications of algorithmic changes to search engine results or presentation changes to the search engine result page. In this survey we summarize advances in modeling user click behavior on a web search engine result page. We present simple click models as well as more complex models aimed at capturing non-trivial user behavior patterns on modern search engine result pages. We discuss how these models compare to each other, what challenges they have, and what ways there are to address these challenges. We also study the problem of evaluating click models and discuss the main applications of click models.

This book is about using "collage" among Iranian students in architecture studio, and in order to introduce the way these students use the technique to the English reader, we (Ali Yaser Jafari and Reihaneh Khorramrouei) have chosen this valuable book by AliAsghar Adibi to translate from Farsi to English. It provides a representative example of design through collage and culture. This book originally collected and published in three chapters: Collage history in different arts; Objectives and steps to make collage images; Two experienced examples.

Information theory and inference, taught together in this exciting textbook, lie at the heart of many important areas of modern technology - communication, signal processing, data mining, machine learning, pattern recognition, computational neuroscience, bioinformatics and cryptography. The book introduces theory in tandem with applications. Information theory is taught alongside practical communication systems such as arithmetic coding for data compression and sparse-graph codes for error-correction. Inference techniques, including message-passing algorithms, Monte Carlo methods and variational approximations, are developed alongside applications to clustering, convolutional codes, independent component analysis, and neural networks. Uniquely, the book covers state-of-the-art error-correcting codes, including low-density-parity-check codes, turbo codes, and digital fountain codes - the twenty-first-century standards for satellite communications, disk drives, and data broadcast. Richly illustrated, filled with worked examples and over 400 exercises, some with detailed solutions, the book is ideal for self-learning, and for undergraduate or graduate courses. It also provides an unparalleled entry point for professionals in areas as diverse as computational biology, financial engineering and machine learning.

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

This volume covers a broad range of current research topics addressing the function of visuospatial attention and working memory. It discusses a variety of perspectives ranging from evolutionary and genetic underpinnings to neural substrates/computational processes and the connection be-

tween attention and working memory. Contributions address the topic at the molecular, system and evolutionary scales and will be of interest to a range of audiences from animal behaviour specialists, experimental psychologists to clinicians in the field of psychiatry and neurology.

Traditional books on machine learning can be divided into two groups- those aimed at advanced undergraduates or early postgraduates with reasonable mathematical knowledge and those that are primers on how to code algorithms. The field is ready for a text that not only demonstrates how to use the algorithms that make up machine learning methods, but

For most of us, "painless" is not the word that comes to mind when we think of statistics, but author and educator Liwen Vaughan wants to change that. In this unique and useful book, Vaughan clearly explains the statistical methods used in information science research, focusing on basic logic rather than mathematical intricacies. Her emphasis is on the meaning of statistics, when and how to apply them, and how to interpret the results of statistical analysis. Through the use of real-world examples, she shows how statistics can be used to improve services, make better decisions, and conduct more effective research. Whether you are doing statistical analysis or simply need to better understand the statistics you encounter in professional literature and the media, this book will be a valuable addition to your personal toolkit. Includes more than 80 helpful figures and tables, 7 appendices, bibliography, index.

Experts in the field provide an introduction to the multifaceted aspects of this critically important topic.

The pervasiveness of and universal access to modern Information and Communication Technologies has enabled a popular new paradigm in the dissemination of information, art, and ideas. Now, instead of relying on a finite number of content providers to control the flow of information, users can generate and disseminate their own content for a wider audience. Open Source Technology: Concepts, Methodologies, Tools, and Applications investigates examples and methodologies in user-generated and freely-accessible content available through electronic and online media. With applications in education, government, entertainment, and more, the technologies explored in these volumes will provide a comprehensive reference for web designers, software developers, and practitioners in a wide variety of fields and disciplines.

Learning and Intelligent Optimization (LION) is the combination of learning from data and optimization applied to solve complex and dynamic problems. The LION way is about increasing the automation level and connecting data directly to decisions and actions. More power is directly in the hands of decision makers in a self-service manner, without resorting to intermediate layers of data scientists. LION is a complex array of mechanisms, like the engine in an automobile, but the user (driver) does not need to know the inner workings of the engine in order to realize its tremendous benefits. LION's adoption will create a prairie fire of innovation which will reach most businesses in the next decades. Businesses, like plants in wildfire-prone ecosystems, will survive and prosper by adapting and embracing LION techniques, or they risk being transformed from giant trees to ashes by the spreading competition.

This textbook explains Deep Learning Architecture, with applications to various NLP Tasks, including Document Classification, Machine Translation, Language Modeling, and Speech Recognition. With the widespread adoption of deep learning, natural language processing (NLP), and speech applications in many areas (including Finance, Healthcare, and Government) there is a growing need for one comprehensive resource that maps deep learning techniques to NLP and speech and provides insights into using the tools and libraries for real-world applications. Deep Learning for NLP and Speech Recognition explains recent deep learning methods applicable to NLP and speech, provides state-of-the-art approaches, and offers real-world case studies with code to provide hands-on experience. Many books focus on deep learning theory or deep learning for NLP-specific tasks while others are cookbooks for tools and libraries, but the constant flux of new algorithms, tools, frameworks, and libraries in a rapidly evolving landscape means that there are few available texts

that offer the material in this book. The book is organized into three parts, aligning to different groups of readers and their expertise. The three parts are: Machine Learning, NLP, and Speech Introduction. The first part has three chapters that introduce readers to the fields of NLP, speech recognition, deep learning and machine learning with basic theory and hands-on case studies using Python-based tools and libraries. Deep Learning Basics The five chapters in the second part introduce deep learning and various topics that are crucial for speech and text processing, including word embeddings, convolutional neural networks, recurrent neural networks and speech recognition basics. Theory, practical tips, state-of-the-art methods, experimentations and analysis in using the methods discussed in theory on real-world tasks. Advanced Deep Learning Techniques for Text and Speech The third part has five chapters that discuss the latest and cutting-edge research in the areas of deep learning that intersect with NLP and speech. Topics including attention mechanisms, memory augmented networks, transfer learning, multi-task learning, domain adaptation, reinforcement learning, and end-to-end deep learning for speech recognition are covered using case studies.

Learn how to build machine translation systems with deep learning from the ground up, from basic concepts to cutting-edge research.

An accessible introduction and essential reference for an approach to machine learning that creates highly accurate prediction rules by combining many weak and inaccurate ones. Boosting is an approach to machine learning based on the idea of creating a highly accurate predictor by combining many weak and inaccurate “rules of thumb.” A remarkably rich theory has evolved around boosting, with connections to a range of topics, including statistics, game theory, convex optimization, and information geometry. Boosting algorithms have also enjoyed practical success in such fields as biology, vision, and speech processing. At various times in its history, boosting has been perceived as mysterious, controversial, even paradoxical. This book, written by the inventors of the method, brings together, organizes, simplifies, and substantially extends two decades of research on boosting, presenting both theory and applications in a way that is accessible to readers from diverse backgrounds while also providing an authoritative reference for advanced researchers. With its introductory treatment of all material and its inclusion of exercises in every chapter, the book is appropriate for course use as well. The book begins with a general introduction to machine learning algorithms and their analysis; then explores the core theory of boosting, especially its ability to generalize; examines some of the myriad other theoretical viewpoints that help to explain and understand boosting; provides practical extensions of boosting for more complex learning problems; and finally presents a number of advanced theoretical topics. Numerous applications and practical illustrations are offered throughout.

Seventeen in a series of annual reports comparing business regulation in 190 economies, Doing Business 2020 measures aspects of regulation affecting 10 areas of everyday business activity.

Now in its second edition, D.S. Malik brings his proven approach to C++ programming to the CS2 course. Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a robust exercise set. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This is the first textbook on pattern recognition to present the Bayesian viewpoint. The book presents approximate inference algorithms that permit fast approximate answers in situations where exact answers are not feasible. It uses graphical models to describe probability distributions when no other books apply graphical models to machine learning. No previous knowledge of pattern recognition or machine learning concepts is assumed. Familiarity with multivariate calculus and basic linear algebra is required, and some experience in the use of probabilities would be helpful though not essential as the book includes a self-contained introduction to basic probability theory. Understanding Environmental Pollution systematically introduces pollution issues to students and others with little scientific background. The first edition received excellent reviews, and the new edition has been completely refined and updated. The book moves from the definition of pollution and how pollutants behave, to air and water pollution basics, pollution and global change, solid waste, and pollution in the home. It also discusses persistent and bioaccumulative chemicals, and pesticides, and it places greater stress on global pollutants. The relationship between energy generation and use, and pollution is stressed, as well as the importance of going beyond pollution con-

trol, to pollution prevention. Impacts on human and environmental health are emphasized throughout. Students are often invited to come to their own conclusions after having been presented with a variety of opinions. This textbook provides the basic concepts of pollution, toxicology and risk assessment for non-science majors as well as environmental science students.

This book provides a handbook of algorithmic recipes from the fields of Metaheuristics, Biologically Inspired Computation and Computational Intelligence that have been described in a complete, consistent, and centralized manner. These standardized descriptions were carefully designed to be accessible, usable, and understandable. Most of the algorithms described in this book were originally inspired by biological and natural systems, such as the adaptive capabilities of genetic evolution and the acquired immune system, and the foraging behaviors of birds, bees, ants and bacteria. An encyclopedic algorithm reference, this book is intended for research scientists, engineers, students, and interested amateurs. Each algorithm description provides a working code example in the Ruby Programming Language.

Artificial intelligence (AI) is regarded as the science and technology for producing an intelligent machine, particularly, an intelligent computer program. Machine learning is an approach to realizing AI comprising a collection of statistical algorithms, of which deep learning is one such example. Due to the rapid development of computer technology, AI has been actively explored for a variety of academic and practical purposes in the context of financial markets. This book focuses on the broad topic of “AI and Financial Markets”, and includes novel research associated with this topic. The book includes contributions on the application of machine learning, agent-based artificial market simulation, and other related skills to the analysis of various aspects of financial markets.

A comprehensive introduction to machine learning that uses probabilistic models and inference as a unifying approach. Today’s Web-enabled deluge of electronic data calls for automated methods of data analysis. Machine learning provides these, developing methods that can automatically detect patterns in data and then use the uncovered patterns to predict future data. This textbook offers a comprehensive and self-contained introduction to the field of machine learning, based on a unified, probabilistic approach. The coverage combines breadth and depth, offering necessary background material on such topics as probability, optimization, and linear algebra as well as discussion of recent developments in the field, including conditional random fields, L1 regularization, and deep learning. The book is written in an informal, accessible style, complete with pseudo-code for the most important algorithms. All topics are copiously illustrated with color images and worked examples drawn from such application domains as biology, text processing, computer vision, and robotics. Rather than providing a cookbook of different heuristic methods, the book stresses a principled model-based approach, often using the language of graphical models to specify models in a concise and intuitive way. Almost all the models described have been implemented in a MATLAB software package—PMTK (probabilistic modeling toolkit)—that is freely available online. The book is suitable for upper-level undergraduates with an introductory-level college math background and beginning graduate students.

This book constitutes the proceedings of the 12th IFIP TC 8 International Conference, CISIM 2013, held in Cracow, Poland, in September 2013. The 44 papers presented in this volume were carefully reviewed and selected from over 60 submissions. They are organized in topical sections on biometric and biomedical applications; pattern recognition and image processing; various aspects of computer security, networking, algorithms, and industrial applications. The book also contains full papers of a keynote speech and the invited talk.

This new edition continues to emphasize the use of data envelopment analysis (DEA) to create optimization-based benchmarks within hospitals, physician group practices, health maintenance organizations, nursing homes and other health care delivery organizations. Suitable for graduate students learning DEA applications in health care as well as for practicing administrators, it is divided into two sections covering methods and applications. Section I considers efficiency evaluations using DEA; returns to scale; weight restricted (multiplier) models; non-oriented or slack-based models, including in this edition two versions of non-controllable variable models and categorical variable models; longitudinal (panel) evaluations and the effectiveness dimension of performance evaluation. A new chapter then looks at new and advanced models of DEA, including super-efficiency, congestion DEA, network DEA, and dynamic network models. Mathematical formulations of various DEA models are placed in end-of-chapter appendices. Section II then looks at health care applications within particular settings, chapter-by-chapter, including hospitals, physician practices, nursing homes and health maintenance organizations (HMOs). Other chapters then explore home health care and home health agencies; dialysis centers, community mental health centers, commu-

nity-based your services, organ procurement organizations, aging agencies and dental providers; DEA models to evaluate provider performance for specific treatments, including stroke, mechanical ventilation and perioperative services. A new chapter then examines international-country-based applications of DEA in health care in 16 different countries, along with OECD and multi-country studies. Most of the existing chapters in this section were expanded with recent applications. Included with the book is online access to a learning version of DEA Solver software, written by Professor Kaoru Tone, which can solve up to 50 DMUs for various DEA models listed in the User’s Guide at the end of the book.

This open access book comprehensively covers the fundamentals of clinical data science, focusing on data collection, modelling and clinical applications. Topics covered in the first section on data collection include: data sources, data at scale (big data), data stewardship (FAIR data) and related privacy concerns. Aspects of predictive modelling using techniques such as classification, regression or clustering, and prediction model validation will be covered in the second section. The third section covers aspects of (mobile) clinical decision support systems, operational excellence and value-based healthcare. Fundamentals of Clinical Data Science is an essential resource for healthcare professionals and IT consultants intending to develop and refine their skills in personalized medicine, using solutions based on large datasets from electronic health records or telemonitoring programmes. The book’s promise is “no math, no code” and will explain the topics in a style that is optimized for a healthcare audience.

This book covers the state of the art in learning algorithms with an inclusion of semi-supervised methods to provide a broad scope of clustering and classification solutions for big data applications. Case studies and best practices are included along with theoretical models of learning for a comprehensive reference to the field. The book is organized into eight chapters that cover the following topics: discretization, feature extraction and selection, classification, clustering, topic modeling, graph analysis and applications. Practitioners and graduate students can use the volume as an important reference for their current and future research and faculty will find the volume useful for assignments in presenting current approaches to unsupervised and semi-supervised learning in graduate-level seminar courses. The book is based on selected, expanded papers from the Fourth International Conference on Soft Computing in Data Science (2018). Includes new advances in clustering and classification using semi-supervised and unsupervised learning; Address new challenges arising in feature extraction and selection using semi-supervised and unsupervised learning; Features applications from healthcare, engineering, and text/social media mining that exploit techniques from semi-supervised and unsupervised learning.

Over the past twenty-five years ceramics have become key materials in the development of many new technologies as scientists have been able to design these materials with new structures and properties. An understanding of the factors that influence their mechanical behavior and reliability is essential. This book will introduce the reader to current concepts in the field. It contains problems and exercises to help readers develop their skills. This is a comprehensive introduction to the mechanical properties of ceramics, and is designed primarily as a textbook for advanced undergraduates in materials science and engineering. It will also be of value as a supplementary text for more general courses and to industrial scientists and engineers involved in the development of ceramic-based products, materials selection and mechanical design.

Provides a ground-breaking attempt to unite discussions on the pedagogical implications of the global spread of English, and lobby for change.

This book provides a first course on deep learning in computational mechanics. The book starts with a short introduction to machine learning’s fundamental concepts before neural networks are explained thoroughly. It then provides an overview of current topics in physics and engineering, setting the stage for the book’s main topics: physics-informed neural networks and the deep energy method. The idea of the book is to provide the basic concepts in a mathematically sound manner and yet to stay as simple as possible. To achieve this goal, mostly one-dimensional examples are investigated, such as approximating functions by neural networks or the simulation of the temperature’s evolution in a one-dimensional bar. Each chapter contains examples and exercises which are either solved analytically or in PyTorch, an open-source machine learning framework for python.

Providing a unique approach to machine learning, this text contains fresh and intuitive, yet rigorous, descriptions of all fundamental concepts necessary to conduct research, build products, tinker, and play. By prioritizing geometric intuition, algorithmic thinking, and practical real world appli-

cations in disciplines including computer vision, natural language processing, economics, neuroscience, recommender systems, physics, and biology, this text provides readers with both a lucid understanding of foundational material as well as the practical tools needed to solve real-world problems. With in-depth Python and MATLAB/OCTAVE-based computational exercises and a complete treatment of cutting edge numerical optimization techniques, this is an essential resource for students and an ideal reference for researchers and practitioners working in machine learning, computer science, electrical engineering, signal processing, and numerical optimization.

Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

Online Learning and Its Users: Lessons for Higher Education re-examines the impact of learning technologies in higher education. The book focuses particularly on the introduction and mainstreaming of one of the most widely used, the virtual learning environment (VLE) or learning management system (LMS). The book presents an activity theoretic analysis of the VLE's adoption, drawing on research into this process at a range of higher education institutions. Through analysis and discussion of the activities of managers, lecturers, and learners using the VLE, lessons are identified to inform future initiatives including the implementation of massive open online courses (MOOCs). A replicable research design is included and explained to support evaluation and analysis of the use of online learning in other settings. The book questions accepted views of the place of technologies in higher education, arguing that there has been a repeated cycle of hype and disappointment accompanying the development of online learning. While much research has documented this cycle, finding new strategies to break it has proved to be a more difficult challenge. Why has technology not made more impact? Are lecturers going to be left behind by their own students in the use of digital technologies? Why have we seen costly and time-consuming failures? This book argues that we can answer these questions by heeding the lessons from previous experiences with the VLE and early iterations of the MOOC. More importantly, we can begin to ask new and different questions for the future to ensure better outcomes for our institutions and ultimately our learners. presents institution-wide analysis of the adoption of a key educational technology for higher education, validated across multiple sites, to support deeper understanding of the use of learning technologies in context describes Activity Theory and presents a replicable model to operationalise it for investigations of the use of online learning in higher education and other settings provides a unique perspective on the historical experience of VLE adoption and mainstreaming to

identify important insights and essential lessons for the future

This book studies the experiences of face veil wearers in Europe and examines the ramifications of the empirical findings for legislative agendas.

Motion-based recognition deals with the recognition of an object and/or its motion, based on motion in a series of images. In this approach, a sequence containing a large number of frames is used to extract motion information. The advantage is that a longer sequence leads to recognition of higher level motions, like walking or running, which consist of a complex and coordinated series of events. Unlike much previous research in motion, this approach does not require explicit reconstruction of shape from the images prior to recognition. This book provides the state-of-the-art in this rapidly developing discipline. It consists of a collection of invited chapters by leading researchers in the world covering various aspects of motion-based recognition including lipreading, gesture recognition, facial expression recognition, gait analysis, cyclic motion detection, and activity recognition. Audience: This volume will be of interest to researchers and post-graduate students whose work involves computer vision, robotics and image processing.

"While institutional traders continue to implement quantitative (or algorithmic) trading, many independent traders have wondered if they can still challenge powerful industry professionals at their own game? The answer is "yes," and in Quantitative Trading, Dr. Ernest Chan, a respected independent trader and consultant, will show you how. Whether you're an independent "retail" trader looking to start your own quantitative trading business or an individual who aspires to work as a quantitative trader at a major financial institution, this practical guide contains the information you need to succeed"--Resource description page.